

**Steward**

You start knowing 1 good player.

**Noble**

You start knowing 3 players, 1 and only 1 of which is evil.

**Investigator**

You start knowing that 1 of 2 players is a particular Minion.

**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.

**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

**Gambler**

Each night*, choose a player & guess their character: if you guess wrong, you die.

**Monk**

Each night*, choose a player (not yourself): they are safe from the Demon tonight.

**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

**Chambermaid**

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**Village Idiot**

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Cult Leader**

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.

**Virgin**

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Vizier**

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

**Shabaloth**

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Ojo**

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

**Po**

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Legion**

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Minion Info	If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon.
	Demon Info	If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
	Sailor	The Sailor chooses a living player. ☺
	Wizard	Run the Wizard's ability, if applicable.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
	Investigator	Show the Minion character token. Point to both the MINION and WRONG players.
	Clockmaker	Give a finger signal.
	Steward	Point to the player marked KNOW . ☺
	Noble	Point to all three players marked KNOW .
	Village Idiot	Wake any Village Idiot, they choose a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, & either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open.
	Vizier	Declare that the Vizier is in play, and which player it is.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ⚪
	Wizard	Run the Wizard's ability, if applicable.
	Gambler	The Gambler chooses a player & a character. ⚪
	Monk	The Monk chooses a player. ⚪
	Legion	You may decide a player that dies. (Once per living Legion) ⚪
	Shabaloth	A previously chosen player might be resurrected. ⚪ The Shabaloth chooses 2 players. ⚪
	Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ⚪ or ⚪ (*)
	Ojo	The Ojo points to a role. If a player has that role, they die. ⚪ If the role is out of play, the Storyteller chooses any number of players that die. ⚪
	Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
	Cult Leader	The Cult Leader becomes the alignment of one of their living neighbors. If their alignment changed: Wake the Cult Leader, show them the YOU ARE token, &either a thumbs down (if evil) or thumbs up (if good). Put the Cult Leader back to sleep. Turn the Cult Leader token upside-down. (This shows their alignment.)
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.